LLOYD'S®

# LLOYD'S TV SPORTS 812

Monteverdi®

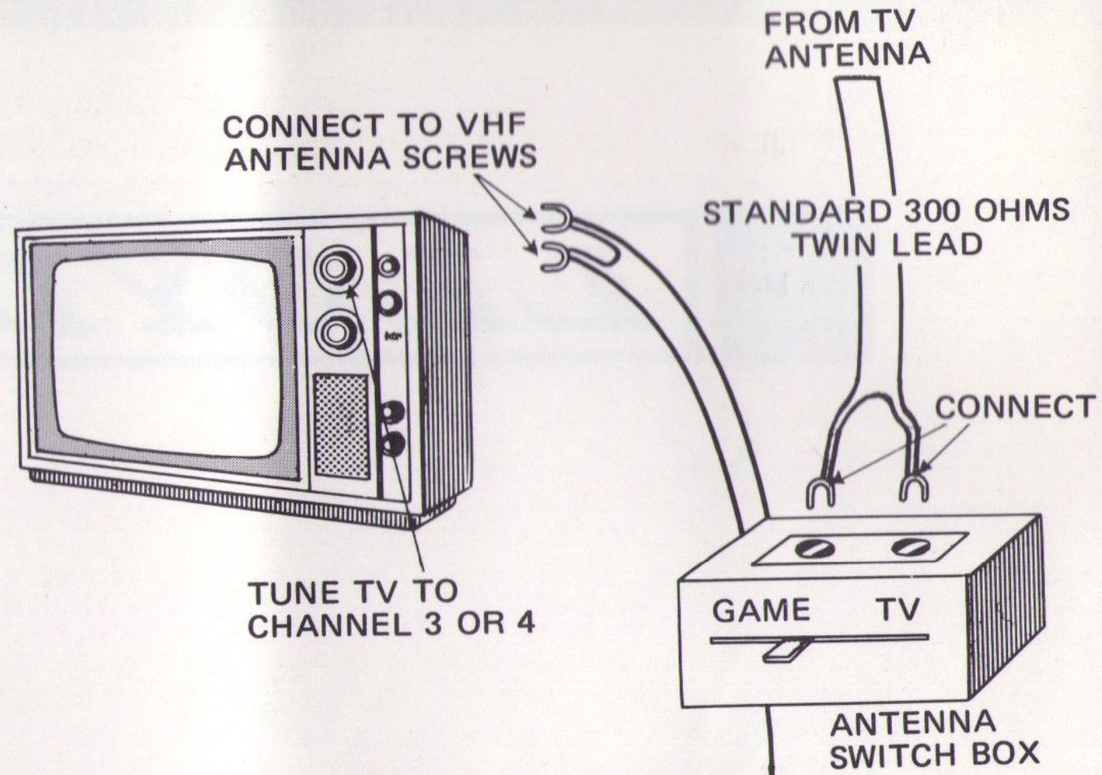
# MONTEVERDI TV SPORTS 825

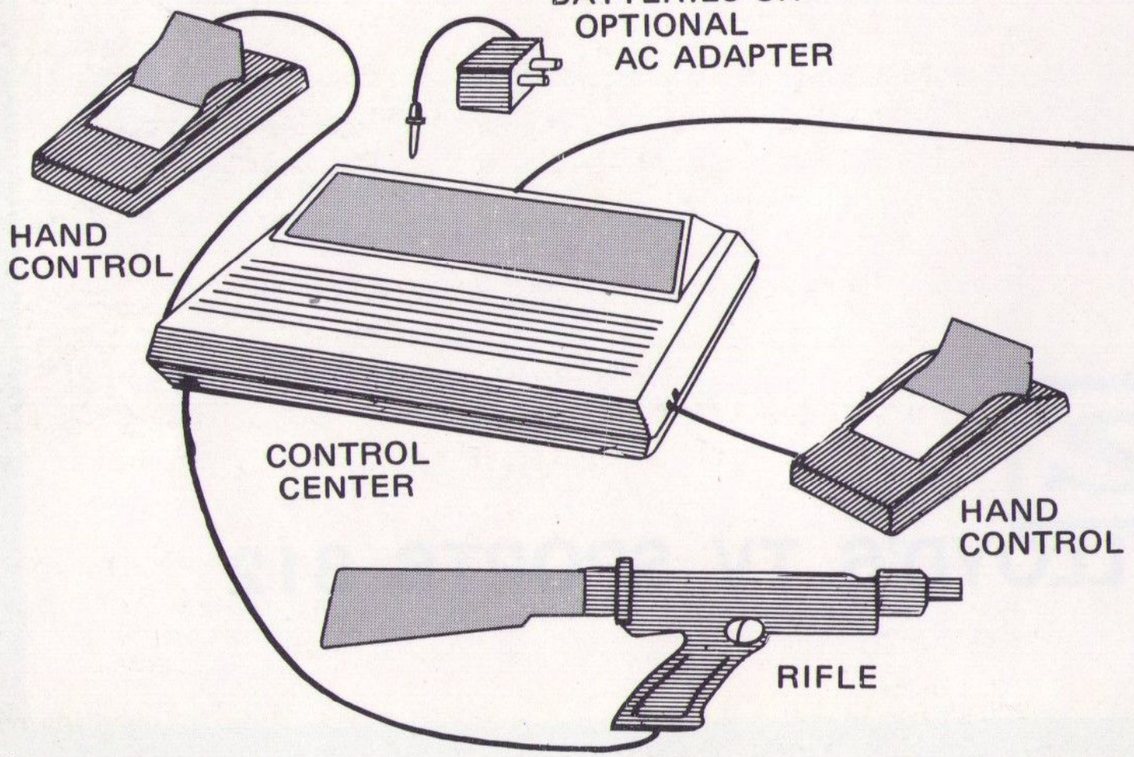
## INTRODUCTION

LLOYD'S TV Sport will operate with any TV Receiver to allow one or more players a selection of the following games:

Tennis
Hockey
Squash
Shooting Gallery
Trap Shooting
Practice

By simple installation of one switch box fastened to your TV's antenna terminals, you will have the ability to play TV Sport or instantly return to normal TV programming.



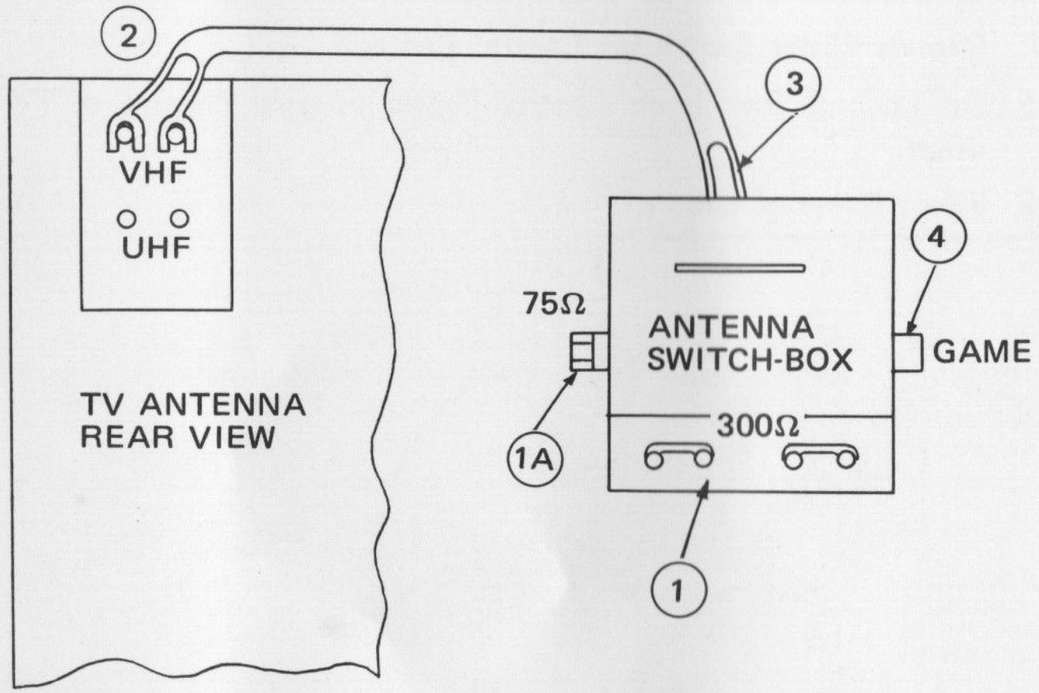

One (1) foot cable connecting the antenna switchbox to your TV Sport Control Center provides for convenient room placement of the player's equipment. TV Sports is set up for self-powered battery operation in the absence of room electrical outlets.

Competitive sporting events employing two players are carried out with the use of dual hand controls.

A convertible Rifle/Pistol Unit is also available for individual target shooting contests.

## TV CONNECTION

Before beginning installation, your TV Set should be temporarily unplugged. Referring to the illustration below, locate TV antenna terminals marked "VHF". Disconnect existing antenna wire or antenna splitter wire (if used) from the VHF terminals of your TV.




Referring to the above.....(1)—remove factory jumper wire between terminals A & B, of Switch Box; reconnect TV antenna leads or antenna splitter leads to Switch Box terminals A & B.

NOTE: Some TV Receivers are equipped with inputs for 75 ohm coaxial antenna cables. Where a coaxial antenna cable is used in place of 300 ohm twin lead, connect the antenna cable to the 75 ohm input receptacle shown above (1A). In this instance it will not be necessary to remove the jumper wire, hence, no connections are required to terminals A & B.

Locate 8 inch length of flat twin lead supplied with Switch Box.

(2) Connect either end of the twin lead to TV antenna terminals marked "VHF" (300 ohms).

(3) Connect opposite ends of the twin lead to Switch Box terminals marked "TV".

(4) Locate 15 foot Game Cord (supplied) and connect either end to Switch Box socket labeled Game.

This completes connection of the Antenna Switch Box.

## CONNECTION OF CONTROL CENTER

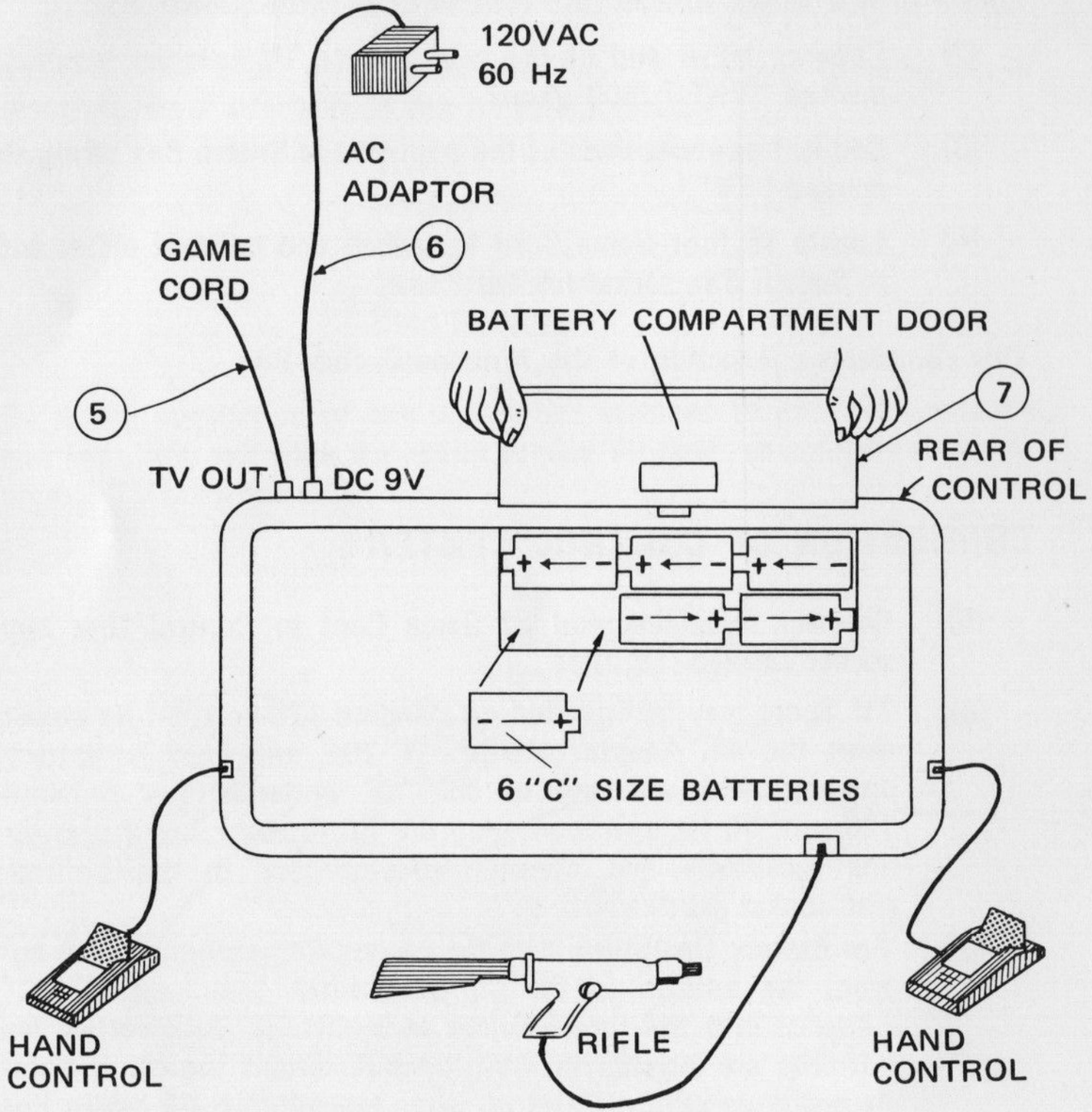
(5) Connect remaining end of Game Cord to Control Unit rear socket labeled TV OUT.

(6) TV Sport may be operated on standard 120 volt, 60 Hz power using the AC Adaptor MODEL Y 204, or it may be battery operated with the use of six "C" batteries. For standard 120 volt, 60 Hz operation, plug the AC Adaptor into the power line receptacle and connect adapter cord to the Control rear socket labeled DC 9V.

(7) For Battery Operation, slide the Battery Compartment Door out from the bottom of the Control Center. Insert six (6) "C" batteries into the compartment as illustrated. Make certain the batteries are inserted in the proper directions shown. It is not necessary to remove batteries when returning to AC power line operation.

Sockets located in either side of the Control Center are provided for connection of the Hand Control Units. The controls can be used with either the left or right socket.

One additional socket is located on the left front panel for connection of Rifle/Pistol Unit. Your TV Sport is now ready for play.

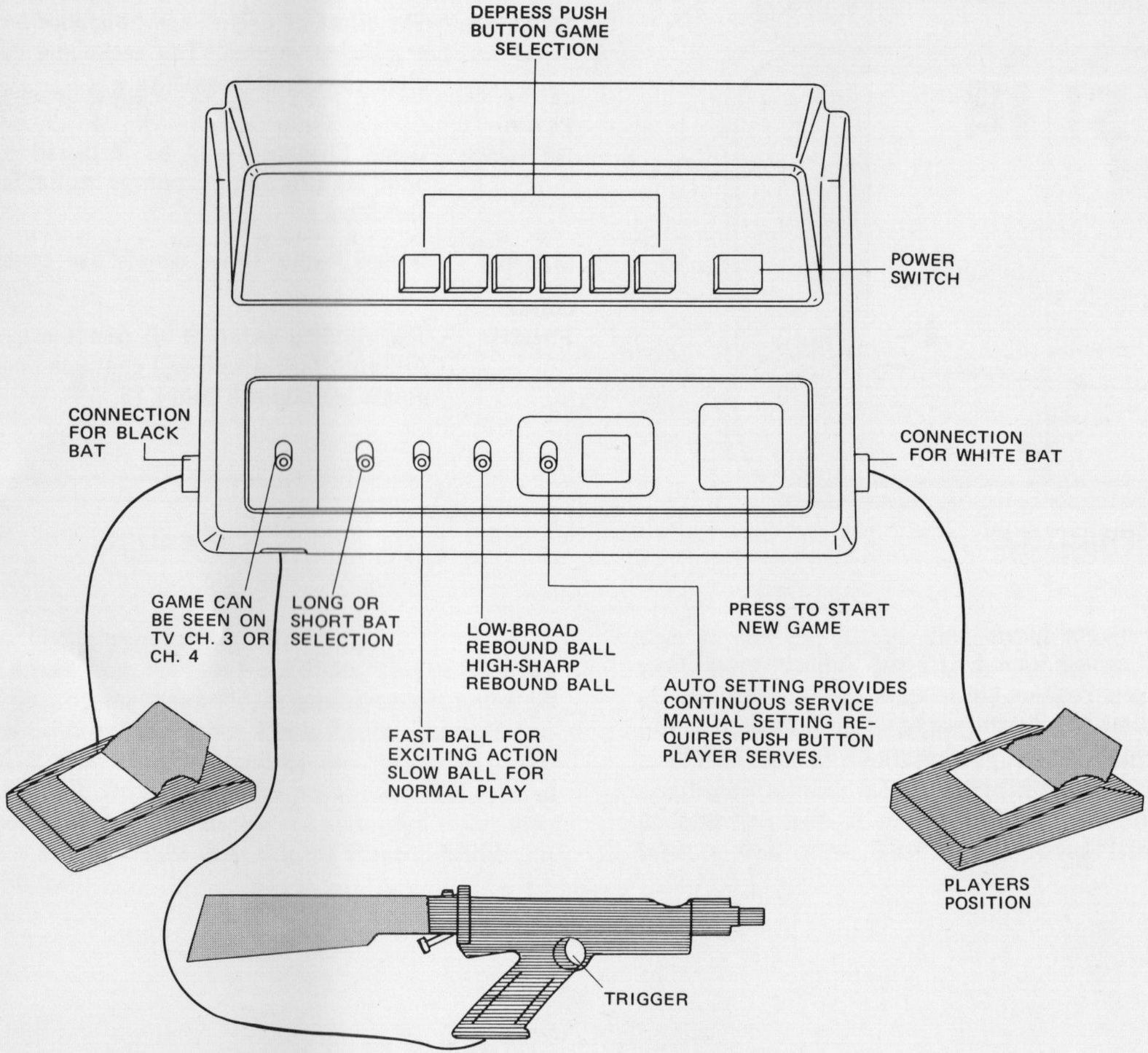



**BOTTOM VIEW**

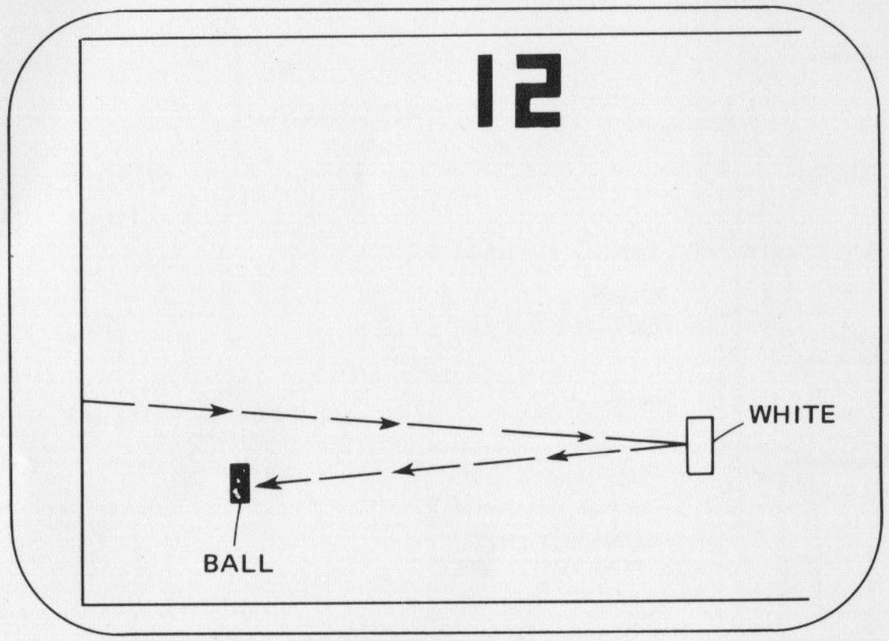
## PREPARATION FOR PLAY

1. Set Antenna Game Switch to TV position. Adjust TV Receiver for proper operation using any local telecast.
2. To play TV Sport, set TV Channel Selector to Channels 3 or 4 if both Channels display telecasts, select the Channel having the weakest picture.
3. Set Antenna Switch to Game position.
4. Depress Power Switch on Control Center.
5. Set Channel Switch on Control Center to same Channel as TV Receiver.
6. Select Game of choice.

# OPERATING CONTROLS



## PRACTICE




PRACTICE

Practice allows participation of one player only.
The game begins with a ball served from Left Field. Adjustment of the Hand Control moves the Players Position either up or down as required to intercept the ball. For each time the Player fails to return the ball, a point is automatically scored in favor of the game. A score of 15 is Game Point. Press Reset Button to start a new game.

## PLAYING TIPS

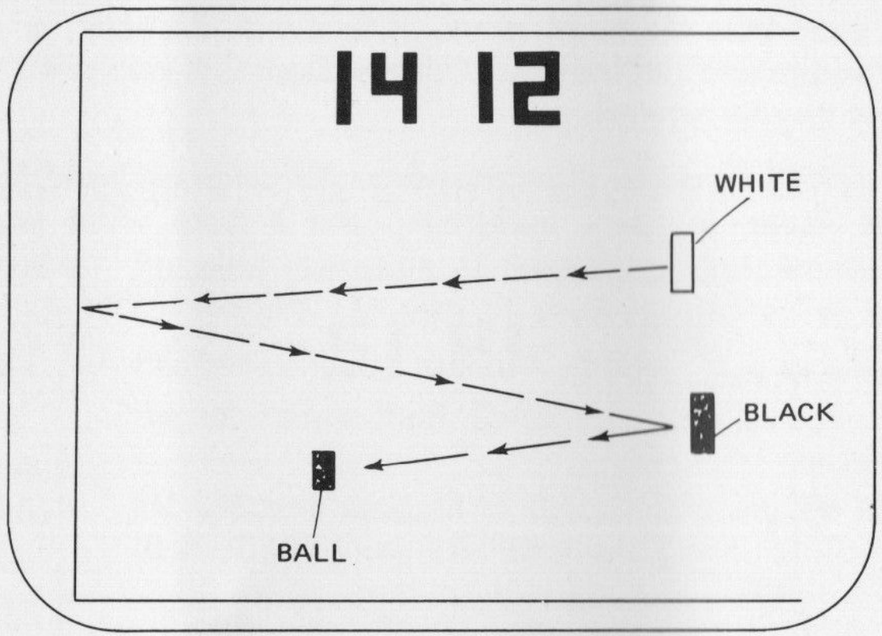
**ENGLISH:** The effect of English can be applied by striking the ball with a glancing motion. This technique can only be perfected after considerable practice.

**PLAY OPTIONS:** Game Challenge may be increased or reduced depending upon the selection of controls for Bat Size, Ball Speed, Angle, and Serve.

**SOUND:** Varied Audio Tones denote ball contact and point scores.

**GAME FINISH:** The winning point of all games occurs at a score of 15. Although play action will continue on the screen, no further points are attained above 15.

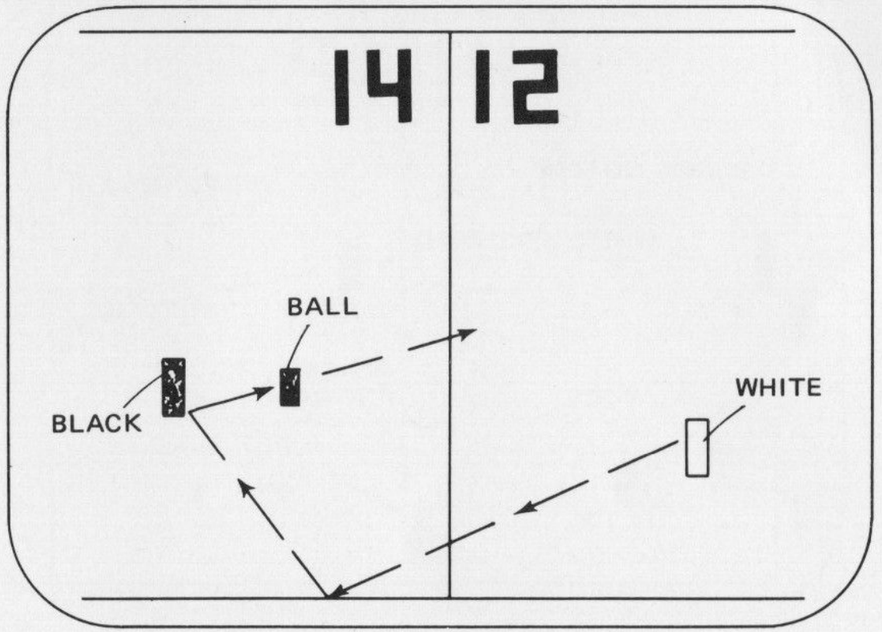
## SQUASH




### SQUASH

Two Players participate in the game of Squash.
Play begins with a ball served from the Left Field Board. This ball must be returned to the Board first by the White Player, whose own rebound off the Board should then be returned by the Black Player. The ball continues to rebound and is alternately returned by each player until one player fails to return the ball. Opponent points are automatically scored each time a rebound ball is missed. Players are not permitted to hit their own rebounds as return balls will pass thru original Players Position. A score of 15 is Game Point.

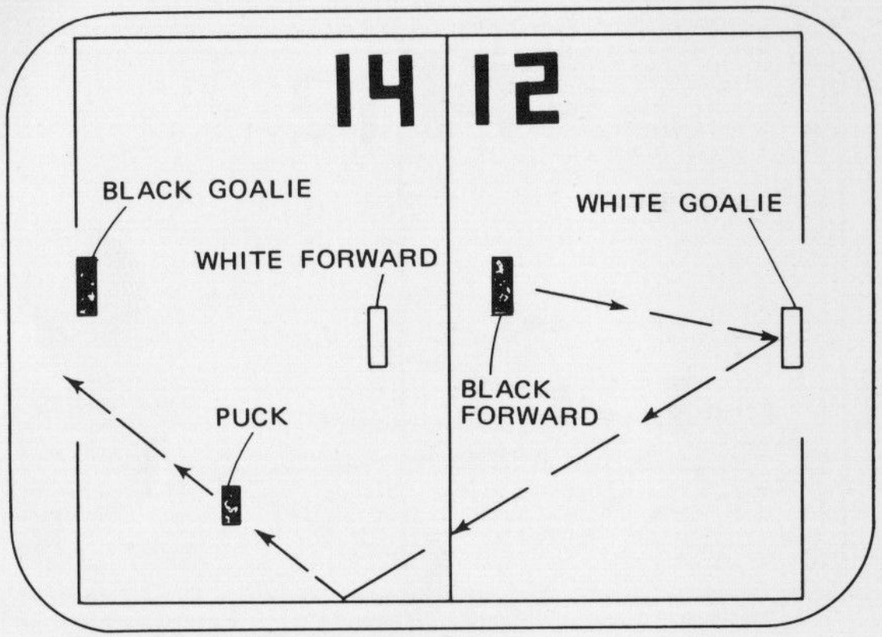
## TENNIS




### TENNIS

Two players can participate in "TV Sport" Tennis. Player screen positions, Black on the Left Court and White on the Right Court, should correspond to Players seating positions. The first game begins with a ball served from Black Players Court. White Player must intercept the serve and return the ball to opponent's court. Play continues until ball is missed, whereupon a point is awarded to the opponent. Next ball is served from opponent's court. A score of 15 is Game Point. Press Resert Button to begin a new game. First ball is served from winning Player's Court.

## HOCKEY



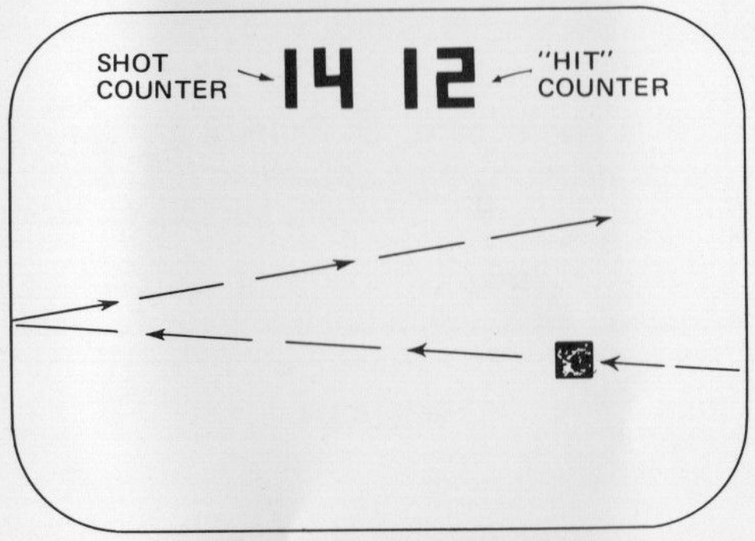

HOCKEY

TV Hockey consists of Four Field Positions (two Black and Two White) controlled by two Players. Each Player operates one Forward Position and one Goalie Position as a Team, with his hand Control Unit. Adjustment of the Control Unit moves Goalie and Forward Positions up or down as required to intercept or block the puck. Play begins with the puck crossing from the Left Goal Line (Black) toward the opponent's end (White). Goals can be scored by either Team Member (Goalie or Forward) by "shooting" or re-directing the puck into the opponent's "Net". After a Goal, play continues with the puck entering from the Team End that scored the Goal. A score of 15 is Game Point. Press Reset Push Button to begin a new game and be ready for puck to enter from the winning Team's End.

## SHOOTING GAMES

The Rifle/Pistol Unit performs best when shooting from a distance of 6 to 7 feet away from the target screen. If used with Portables, or any TV having picture area's of less than 20 inches diagonally, even closer shooting distances may be required.

Room lighting should be softened and the TV picture adjusted for a high contrast image, ie., dark background and a sharp white target dot.




SHOOTING GALLERY

### Shooting Gallery

The Shooting Gallery consists of a Moving Target which rebounds throughout the screen area at random. The object of this game is to shoot and hit the Moving Target using the convertible Rifle/Pistol Unit. By squeezing the trigger, a shot is fired and recorded on the screen (Left Side). If the shot is on target, a "Hit" is scored on the screen (Right Side). Total shots and "Hits" are continuously displayed on the screen. When the Serve Switch is set for manual operation, you must press the Serve Push Button to re-start Moving Target after a "Hit". Each game is limited to 15 shots; a "perfect" score being 15 "Hits" with 15 shots. Press Reset Push Button to begin a new game.

The "Trap Shoot" Game is basically the same as the "Shooting Gallery" except that the Target travels in straight lines across the screen under the control of the Manual Serve Push Button.

## USE AND CARE OF THE EQUIPMENT

**BATTERIES:** Frequent inspection of the Battery Compartment is recommended for signs of battery corrosion or leakage.

**CORDS:** Disconnect Cords by firmly grasping plug housing; Do not Pull or Yank Cords.

**TV ANTENNA TERMINALS:** TV Sports is designed to operate thru any TV Receiver (Color/B&W) using VHF Channels 3 or 4.

## LIMITED WARRANTY

Lloyd's "Video" Games are warranted against defects in material and workmanship for a period of ninety (90) days from the date of purchase by the original purchaser.

Should the unit fail under normal usage during the ninety (90) days period of warranty, it must be returned, freight prepaid to:

**Lloyd's Electronic Inc.**
18601 South Susana Road
Compton, California 90221
Tel. 213-537-3720

**Lloyd's Electronic Inc.**
180 Raritan Center Pkwy.
Edison, New Jersy 08817
Tel. 201-225-2030

**Lloyd's Electronic Ltd.**
857 York Mills Road
Don Mills, Ontario M3B 1Y2
Canada

**Lloyd's Electronic Ltd.**
11 Plymouth Street
Winnipeg, Manitoba R2X 2V5
Canada

**Lloyd's Electronics Ltd.**
4445 Garrand Street
Ville St. Laurent, Quebec,
Canada.

The original sales invoice is the only acceptable proof of warranty entitlement and must therefore accompany the returned unit.

This warranty does not apply to any products which have been repaired by unauthorized persons in any way, so as, in our judgement, to reduced their performance or reliability or which have been subject to misuse, abuse, neglect or accident.

This warranty gives the purchaser specific legal rights in addition to any other rights which vary from state to state.

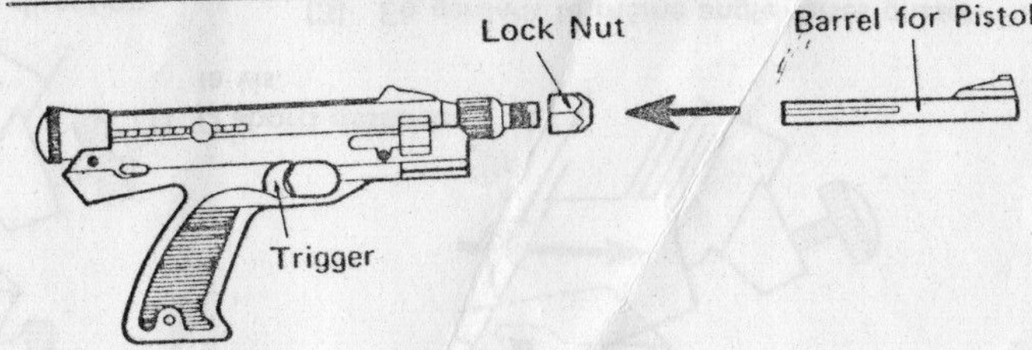
## APPLICABLE TO U.S.A. ONLY

In accordance with the "Moss-Magnuson Warranty Act" of July 10, 1975, this is termed a "Limited" Warranty which in no way compromises Lloyd's high standards of quality and workmanship.

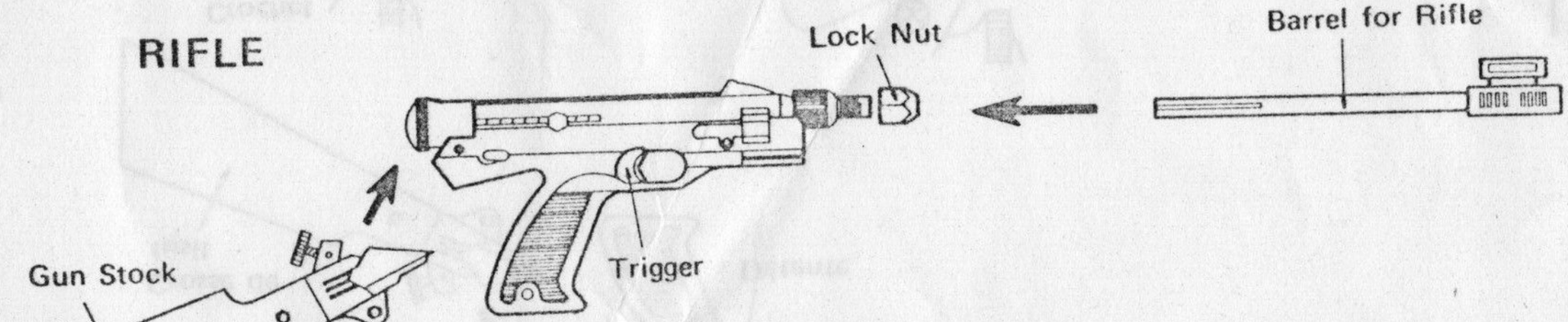
Printed in Japan

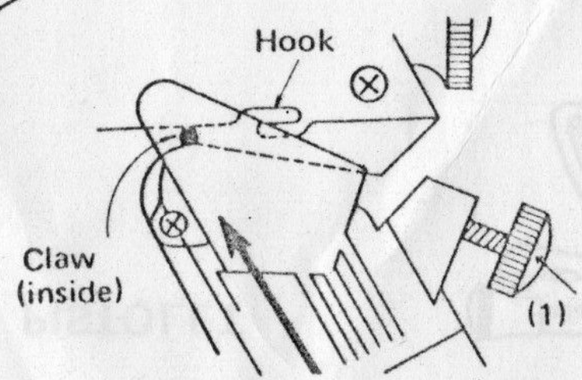
# HOW TO ASSEMBLE YOUR RIFLE & PISTOL

## PISTOL



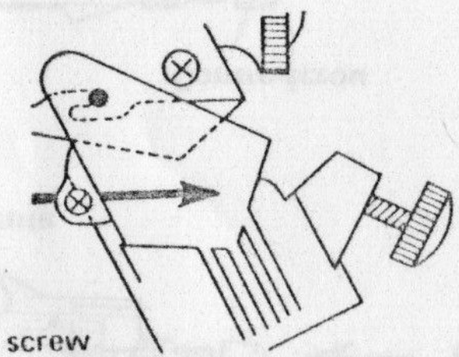

## RIFLE



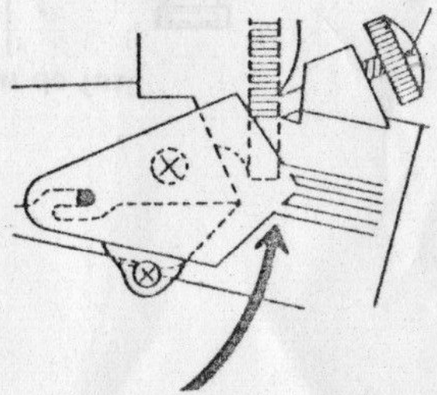




(1) Loosen the screw at first.

(2) Insert in this direction.



(3) Slide to the rear side by keeping the same angle until the claw is hooked.



(5) Tighten the screw in the end.

(4) Bring up the gun stock while pulling it rear-wise lightly, so that the claw does not remove from the hook.